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The updated edition of the bestselling
guide to Android app development If you
have ambitions to build an Android app,
this hands-on guide gives you everything
you need to dig into the development

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process and turn your great idea into a reality! In this new edition of Android App Development For Dummies, you'll find easy-to-follow access to the latest programming techniques that take advantage of the new features of the Android operating system. Plus, two programs are provided: a simple program to get you started and an intermediate program that uses more advanced aspects of the Android platform. Android mobile devices currently account for nearly 80% of mobile phone market share worldwide, making it the best

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platform to reach the widest possible audience. With the help of this friendly guide, developers of all stripes will quickly find out how to install the tools they need, design a good user interface, grasp the design differences between phone and tablet applications, handle user input, avoid common pitfalls, and turn a "meh" app into one that garners applause. Create seriously cool apps for the latest Android smartphones and tablets Adapt your existing apps for use on an Android device Start working with programs and tools to

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create Android apps Publish your apps to
the Google Play Store Whether you're a new
or veteran programmer, Android App
Development For Dummies will have you up
and running with the ins and outs of the
Android platform in no time.

A step-by-step guide to learning iOS app
development and exploring the latest Apple
development tools Key FeaturesExplore the
latest features of Xcode 11 and the Swift
5 programming language in this updated
fourth editionKick-start your iOS
programming career and have fun building

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your own iOS apps Discover the new features

of iOS 13 such as Dark Mode, iPad apps for

Mac, SwiftUI, and more Book Description iOS

13 comes with features ranging from Dark

Mode and Catalyst through to SwiftUI and

Sign In with Apple. If you're a beginner

and are looking to experiment and work

with these features to create your own

apps, then this updated fourth edition

gets you off to a strong start. The book

offers a comprehensive introduction for

programmers who are new to iOS, covering

the entire process of learning the Swift

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language, writing your own apps, and publishing them on the App Store. This edition is updated and revised to cover the new iOS 13 features along with Xcode 11 and Swift 5. The book starts with an introduction to the Swift programming language, and how to accomplish common programming tasks with it. You'll then start building the user interface (UI) of a complete real-world app, using the latest version of Xcode, and also implement the code for views, view controllers, data managers, and other

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aspects of mobile apps. The book will then help you apply the latest iOS 13 features to existing apps, along with introducing you to SwiftUI, a new way to design UIs. Finally, the book will take you through setting up testers for your app, and what you need to do to publish your app on the App Store. By the end of this book, you'll be well versed with how to write and publish apps, and will be able to apply the skills you've gained to enhance your apps. What you will learnGet to grips with the fundamentals of Xcode 11 and Swift 5,

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the building blocks of iOS development Understand how to prototype an app using storyboards Discover the Model-View-Controller design pattern, and how to implement the desired functionality within the app Implement the latest iOS features such as Dark Mode and Sign In with Apple Understand how to convert an existing iPad app into a Mac app Design, deploy, and test your iOS applications with industry patterns and practices Who this book is for This book is for anyone who has programming experience but is completely

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new to Swift and iOS app development.
Step Tutorial For App Development
Experienced programmers looking to explore
the latest iOS 13 features will also find
this book useful.

The professional development team that
brought you two editions of Objective-C
for the Absolute Beginners and have taught
thousands of developers around the world
to write some of the most popular iPhone
apps in their categories on the app store,
have now leveraged their instruction for
Swift. Swift for Absolute Beginners is
perfect for those with no programming

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background, those with some programming experience but no object-oriented experience, or those that have a great idea for an app but haven't programmed since school. Gary Bennett and Brad Lees are full-time professional iOS developers and have developed a broad spectrum of apps for Fortune 500 companies. The authors have taken their combined 12 years of writing apps, teaching online iOS courses, the experience from their first two iOS books, along with their free online instruction and free online forum

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to create an excellent training book.
Topics include: How to be successful at
learning Swift Using Swift Playgrounds to
learn iOS development quickly What is
Object Oriented Programming What are Swift
classes, properties, and functions Proper
user interface and user experience design
Swift data types: integers, floats,
strings, booleans How to use Swift data
collections: arrays and dictionaries
Boolean logic, comparing data, and flow
control Writing iPhone apps from scratch
Avoiding Swift pitfalls Many students have

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a difficult time believing they can learn to write iOS apps or just staying motivated through learning the process. This book, along with the free, live online training sessions, helps students stay motivated and overcome obstacles while they learn to be great iOS developers.

The iPhone is the hottest gadget of our generation, and much of its success has been fueled by the App Store, Apple's online marketplace for iPhone applications. Over 1 billion apps have

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been downloaded in the 9 months the App Store has been open, ranging from the simplest games to the most complex business apps. Everyone has an idea for the next best-selling iPhone app—presumably that’s why you’re reading this now. And with the release of the iPad, this demand will just continue to grow. So how do you build an application for the iPhone and iPad? Don’t you need to spend years learning complicated programming languages? What about Objective-C, Cocoa Touch, and the software

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development kit (SDK)? The answer is that you don't need to know any of those

things. Anybody can start building simple applications for the iPhone and iPad, and this book will show you how. This book takes you to getting your first applications up and running using plain English and practical examples. It cuts through the fog of jargon and misinformation that surrounds iPhone and iPad application development, and gives you simple, step-by-step instructions to get you started. Teaches iPhone and iPad

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application development in language anyone
can understand Provides simple, step-by-
step examples that make learning easy
Offers videos that enable you to follow
along with the author—it's like your own
private classroom

This first book in the series from Kevin
McNeish is specifically designed to teach
non-programmers how to create Apps for the
iPhone and iPad.

iOS 9 App Development Essentials

Hello Swift!

Learning IOS Development

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iOS 12 Programming for Beginners
SwiftUI by Tutorials (Fourth Edition)

iPhone and iPad Apps for Absolute
Beginners

The Missing Manual

Summary iOS Development with Swift is a hands-on guide to creating apps for iPhone and iPad using the Swift language. Inside, you'll be guided through every step of the process for building an app, from first idea to App Store. This book fully covers Swift 4, Xcode 9, and iOS 1. Our video course, iOS Development with Swift in Motion, is the perfect companion to this book, featuring even more projects and examples for you to dig into in the exciting world of iOS development. Find out

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includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology One billion iPhone users are waiting for the next amazing app. It's time for you to build it! Apple's Swift language makes iOS development easier than ever, offering modern language features, seamless integration with all iOS libraries, and the top-notch Xcode development environment. And with this book, you'll get started fast. About the Book iOS Development with Swift is a hands-on guide to creating iOS apps. It takes you through the experience of building an app—from idea to App Store. After setting up your dev environment, you'll learn the basics by experimenting in Swift playgrounds. Then you'll

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build a simple app layout, adding features like animations and UI widgets. Along the way, you'll retrieve, format, and display data; interact with the camera and other device features; and touch on cloud and networking basics. What's Inside Create adaptive layouts Store and manage data Learn to write and debug Swift code Publish to the App Store Covers Swift 4, Xcode 9, and iOS 11 About the Reader Written for intermediate web or mobile developers. No prior experience with Swift assumed. About the Author Craig Grummitt is a successful developer, instructor, and mentor. His iOS apps have had over 100,000 downloads combined! Table of Contents PART 1 - INTRODUCING XCODE AND SWIFT Your first iOS application Introduction to Swift playgrounds Swift objects PART 2 - BUILDING YOUR INTERFACE View

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controllers, views, and outlets User interaction Adaptive
layout More adaptive layout Keyboard notifications,

animation, and scrolling PART 3 - BUILDING YOUR APP

Tables and navigation Collections, searching, sorting, and tab

bars Local data persistence Data persistence in iCloud

Graphics and media Networking Debugging and testing

PART 4 - FINALIZING YOUR APP Distributing your app

What's next?

Move into iOS development by getting a firm grasp of its

fundamentals, including the Xcode 12 IDE, Cocoa Touch, and

the latest version of Apple's acclaimed programming

language, Swift 5.3. With this thoroughly updated guide,

you'll learn the Swift language, understand Apple's Xcode

development tools, and discover the Cocoa framework.

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Become familiar with built-in Swift types Dive deep into Swift objects, protocols, and generics Tour the life cycle of an Xcode project Learn how nibs are loaded Understand Cocoa's event-driven design Communicate with C and Objective-C In this edition, catch up on the latest iOS programming features: Multiple trailing closures Code editor document tabs New Simulator features Resources in Swift packages Logging and testing improvements And more!

Once you master the fundamentals, you'll be ready to tackle the details of iOS app development with author Matt Neuburg's companion guide, Programming iOS 14.

A step-by-step guide to learning iOS app development and exploring the latest Apple development tools Key Features Explore the latest features of Xcode 11 and the Swift 5

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programming language in this updated fourth edition Kick-start your iOS programming career and have fun building your own iOS apps Discover the new features of iOS 13 such as Dark Mode, iPad apps for Mac, SwiftUI, and more Book Description iOS 13 comes with features ranging from Dark Mode and Catalyst through to SwiftUI and Sign In with Apple. If you're a beginner and are looking to experiment and work with these features to create your own apps, then this updated fourth edition gets you off to a strong start. The book offers a comprehensive introduction for programmers who are new to iOS, covering the entire process of learning the Swift language, writing your own apps, and publishing them on the App Store. This edition is updated and revised to cover the new iOS 13 features along with Xcode 11 and Swift 5. The

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book starts with an introduction to the Swift programming language, and how to accomplish common programming tasks with it. You'll then start building the user interface (UI) of a complete real-world app, using the latest version of Xcode, and also implement the code for views, view controllers, data managers, and other aspects of mobile apps. The book will then help you apply the latest iOS 13 features to existing apps, along with introducing you to SwiftUI, a new way to design UIs. Finally, the book will take you through setting up testers for your app, and what you need to do to publish your app on the App Store. By the end of this book, you'll be well versed with how to write and publish apps, and will be able to apply the skills you've gained to enhance your apps. What you will learn Get to grips with the fundamentals of Xcode 11

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and Swift 5, the building blocks of iOS development

Understand how to prototype an app using storyboards

Discover the Model-View-Controller design pattern, and how to implement the desired functionality within the app

Implement the latest iOS features such as Dark Mode and

Sign In with Apple Understand how to convert an existing

iPad app into a Mac app Design, deploy, and test your iOS

applications with industry patterns and practices Who this

book is for This book is for anyone who has programming

experience but is completely new to Swift and iOS app

development. Experienced programmers looking to explore

the latest iOS 13 features will...

iOS 9 App Development Essentials is latest edition of this

popular book series and has now been fully updated for the

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iOS 9 SDK, Xcode 7 and the Swift 2 programming language. Beginning with the basics, this book provides an outline of the steps necessary to set up an iOS development environment. An introduction to the architecture of iOS 9 and programming in Swift is provided, followed by an in-depth look at the design of iOS applications and user interfaces. More advanced topics such as file handling, database management, in-app purchases, graphics drawing and animation are also covered, as are touch screen handling, gesture recognition, multitasking, iAds integration, location management, local notifications, camera access and video and audio playback support. Other features are also covered including Auto Layout, Twitter and Facebook integration, App Store hosted in-app purchase content, Sprite Kit-based game

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development, local map search and user interface animation using UIKit dynamics. Additional features of iOS development using Xcode 7 are also covered, including Swift playgrounds, universal user interface design using size classes, app extensions, Interface Builder Live Views, embedded frameworks, CloudKit data storage and TouchID authentication. The key new features of iOS 9 and Xcode 7 are also covered in detail, including new error handling in Swift 2, designing Stack View based user interfaces, multiple storyboard support, iPad multitasking, map flyover support, 3D Touch and Picture-in-Picture media playback. The aim of this book, therefore, is to teach you the skills necessary to build your own apps for iOS 9. Assuming you are ready to download the iOS 9 SDK and Xcode 7, have an Intel-based

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Mac and ideas for some apps to develop, you are ready to get started.

Summary Hello Swift! is a how-to guide to programming iOS Apps with the Swift language, written from a kid's perspective. This approachable, well-illustrated, step-by-step guide takes you from beginning programming concepts all the way through developing complete apps. (Adults will like it too!) Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology It's fun to play games and explore new things on your iPhone. How amazing would it be to create your own apps? With a little practice, you can! Apple's Swift language, along with special coding playgrounds and an easy-to-use programming environment, make it easier than ever. Take it

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from author Tanmay Bakshi, who started programming when he was just five years old. About the Book His book, Hello Swift! iOS app programming for kids and other beginners, teaches you how to write apps for iPhones and iOS devices step by step, starting with your first line of Swift code. Packed with dozens of apps and special exercises, the book will teach you how to program by writing games, solving puzzles, and exploring what your iPhone can do. Hello Swift! gets you started. Where you go next is up to you! What's inside Crystal-clear explanations anyone can understand Kid-friendly examples, including games and puzzles Learn by doing—you'll build dozens of small apps Exercises that encourage critical thinking About the Reader Written for kids who want to learn how to program. (Psst! Adults like it, too.) About the Author

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Tanmay Bakshi had his first app on the iOS App Store at the age of nine. He's now the youngest IBM Champion, a Cloud Advisor, Watson Developer, TED Speaker, and Manning author! Table of Contents Get ready to build apps with Swift! Create your first app Your first real Swift code using variables I/O laboratory Computers make decisions, too! Let computers do repetitive work Knitting variables into arrays and dictionaries Reuse your code: Clean it with function detergent Reduce your code: Use less, do more with class detergent Reading and writing files Frameworks: Bookshelves of classes SpriteKit: Fun animation time Time to watch your WatchKit code Continuing your journey with Swift Learn iOS 7 App Development Declarative App Development on the Apple Ecosystem

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Beginning iOS Development with Swift

iOS 8 App Development Essentials - Second Edition

iOS app programming for kids and other beginners

iOS 15 Programming for Beginners

iOS 13 Programming Fundamentals with Swift

If you're grounded in the basics of Swift, Xcode, and the Cocoa framework, this book provides a structured explanation of all essential real-world iOS app components. Through deep exploration and copious code examples, you'll learn how to create views, manipulate view controllers, and add features from iOS frameworks. Create, arrange, draw, layer, and animate views that respond to touch Use view controllers to manage multiple screens of interface Master interface classes for scroll views, table

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views, collection views, text, popovers, split views, web views, and controls Dive into frameworks for sound, video, maps, and sensors Access user libraries: music, photos, contacts, and calendar Explore additional topics, including files, networking, and threads Stay up-to-date on iOS 14 innovations, such as: Control action closures and menus Table view cell configuration objects Collection view lists and outlines New split view controller architecture Pointer customization on iPad New photo picker and limited photos authorization Reduced accuracy location Color picker, new page control behavior, revised date pickers, and more!

Want to brush up on the basics? Pick up iOS 14

Programming Fundamentals with Swift to learn about Swift, Xcode, and Cocoa. Together with Programming iOS 14,

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you'll gain a solid, rigorous, and practical understanding of iOS14 development.

Move into iOS development by getting a firm grasp of its fundamentals, including the Xcode 10 IDE, Cocoa Touch, and the latest version of Apple's acclaimed programming language, Swift 5. With this thoroughly updated guide, you'll learn the Swift language, understand Apple's Xcode development tools, and discover the Cocoa framework. Explore Swift's object-oriented concepts Become familiar with built-in Swift types Dive deep into Swift objects, protocols, and generics Tour the lifecycle of an Xcode project Learn how nibs are loaded Understand Cocoa's event-driven design Communicate with C and Objective-C Once you master the fundamentals, you'll be ready to

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tackle the details of iOS app development with author Matt Neuburg's companion guide, Programming iOS 13.

Get up and running with Swift—swiftly Brimming with expert advice and easy-to-follow instructions, Swift For Dummies shows new and existing programmers how to quickly port existing Objective-C applications into Swift and get into the swing of the new language like a pro. Designed from the ground up to be a simpler programming language, it's never been easier to get started creating apps for the iPhone or iPad, or applications for Mac OS X. Inside the book, you'll find out how to set up Xcode for a new Swift application, use operators, objects, and data types, and control program flow with conditional statements. You'll also get the scoop on creating new functions, statements, and declarations, learn

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useful patterns in an object-oriented environment, and take advantage of frameworks to speed your coding along.

Plus, you'll find out how Swift does away with pointer variables and how to reference and dereference variables instead. Set up a playground development environment for Mac, iPhone, iPad, and wearable computers Move an existing Objective-C program to Swift Take advantage of framework components and subcomponents Create an app that uses location, mapping, and social media Whether you're an existing Objective-C programmer looking to port your code to Swift or you've never programmed for Apple in the past, this fun and friendly guide gets you up to speed swiftly.

Learn iOS App Development is both a rapid tutorial and a useful reference. You'll quickly get up to speed with

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Objective-C, Cocoa Touch, and the iOS 7 SDK. It's an all-in-one getting started guide to building your first iPhone or iPad app. You'll learn best practices that ensure your code will be efficient and perform well, earning positive reviews on the iTunes App Store, and driving better search results and more revenue. The iOS 7 SDK offers powerful new features, and this book is the fastest path to mastering them—and the rest of the iOS SDK—for programmers with some experience who are new to iPhone and iPad app development. Many books introduce the iOS SDK, but few explain how to develop apps optimally and soundly. This book teaches both core Objective-C language concepts and how to exploit design patterns and logic with the iOS SDK, based on Objective-C and the Cocoa Touch framework. Why

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spend months or years discovering the best ways to design and code iPhone and iPad apps when this book will show you how to do things the right way from the start? Get an accelerated treatment of the core fundamentals of Objective-C. Develop your first app using Xcode's advanced interface design tools. Build your first iPhone app using the code that you're given as you walk through this book. Finally, debug and distribute your first app on Apple's iTunes App Store. Learn how to create apps for any model of iPhone, the iPod Touch, the iPad, or build universal apps that run on all of them. After reading this book, you'll be creating professional quality apps, ready to upload to the app store, making you the prestige and the money you seek!

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Learn iOS app development and work with the latest Apple development tools Key features Explore the latest features of Xcode 12 and the Swift 5.3 programming language in this updated fifth edition Kick-start your iOS programming career and have fun building your own iOS apps Discover the new features of iOS 14 such as Mac Catalyst, SwiftUI, widgets and App Clips Book Description If you're a beginner looking to work and experiment with powerful iOS 14 features such as widgets and App Clips to create your own apps, this iOS programming guide is for you. The book offers a comprehensive introduction for experienced programmers who are new to iOS, taking you through the entire process of learning the Swift language, writing your own apps, and publishing them on the App Store. Fully

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updated to cover the new iOS 14 features, along with Xcode 12 and Swift 5.3, this fifth edition of iOS 14 Programming for Beginners starts with an introduction to the Swift programming language and shows you how to accomplish common programming tasks with it. You'll then start building the user interface (UI) of a complete real-world app using the storyboards feature in the latest version of Xcode and implement the code for views, view controllers, data managers, and other aspects of mobile apps. The book will also help you apply iOS 14 features to existing apps and introduce you to SwiftUI, a new way to build apps for all Apple devices. Finally, you'll set up testers for your app and understand what you need to do to publish your app on the App Store. By the end of this book, you'll not only be well

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versed in writing and publishing applications, but you'll also be able to apply your iOS development skills to enhance existing apps. What you will learn Get to grips with the fundamentals of Xcode 12 and Swift 5.3, the building blocks of iOS development Understand how to prototype an app using storyboards Discover the Model-View-Controller design pattern and how to implement the desired functionality within an app Implement the latest iOS features, such as widgets and App Clips Convert an existing iPad app into an Apple Silicon Mac app Design, deploy, and test your iOS applications with design patterns and best practices Who this book is for This book is for anyone who has programming experience but is new to Swift and iOS app development. Experienced programmers looking to

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iOS 13 Programming for Beginners - Fourth Edition

The Series on How to Write iPhone and iPad Apps: Diving In
Swift 5 for Absolute Beginners

iOS Development with Swift

The Big Nerd Ranch Guide

iPhone App Development

Anyone with programming experience can learn how to write an iPhone app. But if you want to build a great app, there's a lot more to it than simple coding: you also need to

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know how design and market your creation. This easy-to-follow guide walks you through the entire process, from sketching out your idea to promoting the finished product. Get to know the tools for developing your iPhone app Design a great app before you start coding Build a complex app with Xcode and Interface Builder Decide how to brand your app-then beta-test that brand in the real world Learn the inside scoop on how to get your app into the App Store Promote your product, track sales, and build a strong customer following.

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If you've got incredible iOS ideas, get this book and bring them to life! iOS 7

represents the most significant update to Apple's mobile operating system since the first iPhone was released, and even the most seasoned app developers are looking for information on how to take advantage of the latest iOS 7 features in their app designs. That's where iOS App Development For Dummies comes in! Whether you're a programming hobbyist wanting to build an app for fun or a professional developer looking to expand into the iOS market, this

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book will walk you through the fundamentals of building a universal app that stands out in the iOS crowd. Walks you through joining Apple's developer program, downloading the latest SDK, and working with Apple's developer tools Explains the key differences between iPad and iPhone apps and how to use each device's features to your advantage Shows you how to design your app with the end user in mind and create a fantastic user experience Covers using nib files, views, view controllers, interface objects, gesture recognizers, and

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much more There's no time like now to tap into the power of iOS - start building the next big app today with help from iOS App Development For Dummies!

Learn iOS App development with advanced Apple technology and developer-centric tools. KEY FEATURES ● Loaded with core developer tools, including SwiftUI, Xcode, and CoreML. ● Covers app architecture, design patterns, and mobile hardware use in app development. ● Numerous examples covering database, GPS, image recognition, and ML. DESCRIPTION This book is a step-by-

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step, hands-on guide for Apple developers to build iOS apps using Swift programming with minimal effort. This book will help develop the knowledge and skills necessary to program Apple applications independently. This book introduces you to Swift, SwiftUI, MapKit, Xcode, and Core ML and guides you through the process of creating a strong, marketable iOS application. The book begins with the fundamentals of Swift, which will serve as the foundation for future app development. This book will help readers to develop user

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interfaces for iOS applications, using SwiftUI and Interface Builder, as well as the code for views, view controllers, and data managers. The book teaches how to use Core Data and SQLite to store databases. It will help you work with Apple technologies and frameworks, including Core Location and MapKit for GPS tracking, Camera and Photo Library for image storage, Core ML for machine learning, and implementations of artificial intelligence solutions. By the end of this book, you will have developed a solid foundation for writing Swift apps,

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utilizing best practices in architecture, and publishing them to the app store. The book successfully introduces you to the entire iOS application development journey in a manageable manner and instills an understanding of Apple apps. WHAT YOU WILL LEARN ● Develop practical skills in Swift programming, Xcode, and SwiftUI. ● Learn to work around the database, file handling, and networking while building apps. ● Utilize the capabilities of mobile hardware to include sound, images, and videos. ● Bring machine learning

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**capabilities using the Core ML framework. ●
Integrate features such as App Gestures
and Core Location into iOS applications. ●
Utilize mobile design patterns and maintain
a clean coding style. WHO THIS BOOK IS
FOR This book is ideal for beginners in
programming, students, and professionals
interested in learning how to program in
iOS, use various developer tools, and create
Apple apps. Working knowledge of any
programming language is an advantage but
not required. TABLE OF CONTENTS 1.
Getting Started with Xcode 2. Swift**

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Fundamentals 3. Classes, Struct, and Enumerations 4. Protocols, Extensions, and Error Handling 5. TabBar, TableView, and CollectionView 6. User Interface Design with SwiftUI 7. Database with SQLite and Core Data 8. File Handling in iOS 9. App Gesture Recognizers in iOS 10. Core Location with MapKit 11. Camera And Photo Library 12. Machine Learning with Core ML 13. Networking in iOS Apps 14. Mobile App Patterns and Architectures 15. Publish iOS App on App Store

Learn iOS App Development is both a rapid

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tutorial and a useful reference. You'll quickly get up to speed with Objective-C, Cocoa Touch, and the iOS 7 SDK. It's an all-in-one getting started guide to building your first iPhone or iPad app. You'll learn best practices that ensure your code will be efficient and perform well, earning positive reviews on the iTunes App Store, and driving better search results and more revenue. The iOS 7 SDK offers powerful new features, and this book is the fastest path to mastering them—and the rest of the iOS SDK —for programmers with some

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experience who are new to iPhone and iPad app development. Many books introduce the iOS SDK, but few explain how to develop apps optimally and soundly. This book teaches both core Objective-C language concepts and how to exploit design patterns and logic with the iOS SDK, based on Objective-C and the Cocoa Touch framework. Why spend months or years discovering the best ways to design and code iPhone and iPad apps when this book will show you how to do things the right way from the start? Get an accelerated

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treatment of the core fundamentals of Objective-C. Develop your first app using Xcode's advanced interface design tools. Build your first iPhone app using the code that you're given as you walk through this book. Finally, debug and distribute your first app on Apple's iTunes App Store. Learn how to create apps for any model of iPhone, the iPod Touch, the iPad, or build universal apps that run on all of them. After reading this book, you'll be creating professional quality apps, ready to upload to the app store, making you the prestige and the

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**money you seek! What you'll learn Develop
simple to moderately complex iOS apps.
Add sound and iPod music playback, the
camera, and photos to your app. Connect
your app to the world through internet
services, peer-to-peer networking, social
networking, and cloud synchronization. Plug
into the latest mobile technologies: maps,
GPS, accelerometer, gyroscope, and
compass. Polish your apps with elegant
animation and effortless navigation.
Improve your app's quality with core design
patterns and best programming practices.**

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Who this book is for This book requires no prior iPhone or iOS app coding experience, but some comfort with programming in general is assumed. Table of Contents Getting Your Tools Boom, App! Spin a Web Coming Events Table Manners Object Lesson Smile! Model Citizen Sweet, Sweet, Music Got Tools? Draw Me a Picture There and Back Again Networking, the Nerdy Kind Networking, the Social Kind Build It and They Will Come Wheeeeeeee! Where Am I? Remember Me? Document This Being Objective The Elephant in the Room Êtes-

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vous polyglotte? Faster, Faster! Twice as Nice

iOS 8 App Development Essentials is latest edition of this popular book series and has now been fully updated for the Swift 1.2 programming language, the iOS 8 SDK and Xcode 6.3. Beginning with the basics, this book provides an outline of the steps necessary to set up an iOS development environment. An introduction to the architecture of iOS 8 and programming in Swift is provided, followed by an in-depth look at the design of iOS applications and

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user interfaces. More advanced topics such as file handling, database management, in-app purchases, graphics drawing and animation are also covered, as are touch screen handling, gesture recognition, multitasking, iAds integration, location management, local notifications, camera access and video and audio playback support. Other features are also covered including Auto Layout, Twitter and Facebook integration, App Store hosted in-app purchase content, collection views, Sprite Kit-based game development, local

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**map search and user interface animation
using UIKit dynamics. The key new features**

**of the iOS 8 SDK and Xcode 6 are also
covered, including Swift playgrounds,**

**universal user interface design using size
classes, app extensions, Interface Builder**

**Live Views, embedded frameworks, CloudKit
data storage and TouchID authentication.**

**The aim of this book is to teach the range of
skills necessary to build apps for iOS 8. iOS**

**8 App Development Essentials takes a
modular approach to the subject of iOS 8**

application development for both the

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iPhone and iPad, with each chapter covering a self contained topic area consisting of detailed explanations, examples and step-by-step tutorials. This makes the book both an easy to follow learning aid and an excellent reference resource.

Swift for Absolute Beginners

Xcode, Swift and App Design Fundamentals

Learn Swift Programming and Build iPhone

Apps with SwiftUI and Xcode 13 (English

Edition)

Beginner's Guide to IOS 13 App

Development Using Swift 5. 1

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Android App Development For Dummies Swift For Dummies

Get Started with Building IOS Apps with Swift 5.3 and Xcode 12

This update of an Apress bestseller walks you through creating your first app, with plain English and practical examples using the latest iOS 7 software development platform and more. It cuts through the fog of jargon and misinformation that surrounds iPhone and iPad app development, and gives you simple, step-by-step instructions to get you

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started. Teaches iPhone and iPad apps development in language anyone can understand Provides simple, step-by-step examples that make learning easy, using iOS 7 Offers bonus videos from the author that enable you to follow along—it's like your own private classroom The iPhone is the hottest gadget of our generation, and much of its success has been fueled by the App Store, Apple's online marketplace for iPhone apps. Over 1 billion apps were downloaded during the nine months following the launch of the

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App Store, ranging from the simplest games to the most complex business apps. Everyone has an idea for the next best-selling iPhone app—that's why you're reading this now! And with the popularity of the iPad, this demand will just continue to grow.

Stay motivated and overcome obstacles while learning to use Swift Playgrounds and Xcode 10.2 to become a great iOS developer. This book, fully updated for Swift 5, is perfect for those with no programming background, those with some programming experience but

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no object-oriented experience, or those that have a great idea for an app but haven't programmed since school. Many people have a difficult time believing they can learn to write iOS apps. Swift 5 for Absolute Beginners will show you how to do so. You'll learn Object-Oriented Programming (OOP) and be introduced to User Interface (UI) design following Apple's Human Interface Guidelines (HIG) using storyboards and the Model-View-Controller (MVC) pattern before moving on to write your own iPhone and

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**Apple Watch apps from scratch. What You'll
Learn Work with Swift classes, properties,
and functions Examine proper User Interface
(UI) and User Experience (UX) design
Understand Swift data types: integers, floats,
strings, and booleans Use Swift data
collections: arrays and dictionaries Review
Boolean logic, comparing data, and flow
control Use the Xcode debugger to
troubleshoot problems with your apps Store
data in local app preferences and Core Data
databases Who This Book Is For Anyone who**

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wants to learn to develop apps for the Mac, iPhone, iPad, and Apple Watch using the Swift programming language. No previous programming experience is necessary. Learn iOS app development and work with Xcode 13 and Apple's iOS 15 simulators Key Features: Explore the latest features of Xcode 13 and the Swift 5.5 programming language in this updated sixth edition Start your iOS programming career and have fun building your own iOS apps Discover the new features of iOS 15 such as Mac Catalyst,

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SwiftUI, Swift Concurrency, and SharePlay
Book Description: With almost 2 million apps on the App Store, iOS mobile apps continue to be incredibly popular. Anyone can reach millions of customers around the world by publishing their apps on the App Store. iOS 15 Programming for Beginners is a comprehensive introduction for those who are new to iOS. It covers the entire process of learning the Swift language, writing your own app, and publishing it on the App Store. Complete with hands-on tutorials, projects,

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and self-assessment questions, this easy-to-follow guide will help you get well-versed with the Swift language to build your apps and introduce exciting new technologies that you can incorporate into your apps. You'll learn how to publish iOS apps and work with Mac Catalyst, SharePlay, SwiftUI, Swift concurrency, and much more. By the end of this iOS development book, you'll have the knowledge and skills to write and publish interesting apps, and more importantly, to use the online resources available to enhance

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your app development journey. What You Will Learn: Get to grips with the fundamentals of Xcode 13 and Swift 5.5, the building blocks of iOS development Understand how to prototype an app using storyboards Discover the Model-View-Controller design pattern and how to implement the desired functionality within an app Implement the latest iOS features such as Swift Concurrency and SharePlay Convert an existing iPad app into a Mac app with Mac Catalyst Design, deploy, and test your iOS applications with design

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patterns and best practices Who this book is for: This book is for anyone who has programming experience but is new to Swift and iOS app development. Basics knowledge of programming, including loops, boolean, and so on, is necessary.

Based on Big Nerd Ranch's popular iPhone Bootcamp class, iPhone Programming: The Big Nerd Ranch Guide leads you through the essential tools and techniques for developing applications for the iPhone, iPad, and iPod Touch. In each chapter, you will learn

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programming concepts and apply them immediately as you build an application or enhance one from a previous chapter. These applications have been carefully designed and tested to teach the associated concepts and to provide practice working with the standard development tools Xcode, Interface Builder, and Instruments. The guide's learn-while-doing approach delivers the practical knowledge and experience you need to design and build real-world applications. Here are some of the topics covered:

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Dynamic interfaces with animation Using the camera and photo library User location and mapping services Accessing accelerometer data Handling multi-touch gestures Navigation and tabbed applications Tables and creating custom rows Multiple ways of storing and loading data: archiving, Core Data, SQLite Communicating with web services ALocalization/Internationalization
"After many 'false starts' with other iPhone development books, these clear and concise tutorials made the concepts gel for me. This

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**book is a definite must have for any budding
iPhone developer." -Peter Watling, New**

Zealand, Developer of BubbleWrap

**iOS App Development For Dummies John Wiley
& Sons**

**IOS 15 Programming for Beginners - Sixth
Edition**

Learning iPhone Programming

Programming iOS 14

Swift, Xcode, and Cocoa Basics

**IOS 15 Programming Fundamentals with Swift
Apps**

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How to Build a Billion Dollar App

In this book, we take you on a fun, hands-on and pragmatic journey to learning iOS 14 application development using Swift. You'll start building your first iOS app within minutes. Every section is written in a bite-sized manner and straight to the point as I don't want to waste your time (and most certainly mine) on the content you don't need. In the end, you will have the skills to create an app and submit it to the app store. In the course of this book, we will cover: Chapter 1 & 2 - Working with Xcode and Swift to build a BMI calculator app. Chapter 3 - Build a Quotes app using Table View Chapter 4 - Create a To Do List app (create, read, update and delete to-do items) Chapter 5 - Implement data persistency to our To Do List app using Core Data Chapter 6 - Improve our To Do List app by

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adding images and swipe deletion Chapter 7 - Build a cryptocurrency price tracker app which retrieves prices via an

API Chapter 8 - Build a image detection app using machine learning Chapter 9 - Create an Augmented Reality app with

ARKit Chapter 10 - Publish our app on to the App store

Chapter 11 - SwiftUI Chapter 12 - Widgets Chapter 13 - App

Clips Chapter 14 - Dark Mode Chapter 15 - Porting your iOS

App to the Mac with Project Catalyst Chapter 16 - In-App

Purchases The goal of this book is to teach you iOS

development in a manageable way without overwhelming you.

We focus only on the essentials and cover the material in a

hands-on practice manner for you to code along. About the

Reader No previous knowledge on iOS development required,

but you should have basic programming knowledge. About the

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Author Greg Lim is a technologist and author of several programming books. Greg has many years in teaching programming in tertiary institutions and he places special emphasis on learning by doing.

THE ULTIMATE GUIDE TO BUILDING AN APP-BASED BUSINESS - NOW REVISED AND UPDATED FOR 2017 'A must read for anyone who wants to start a mobile app business' Riccardo Zacconi, founder and CEO King Digital (maker of Candy Crush Saga) 'A fascinating deep dive into the world of billion-dollar apps. Essential reading for anyone trying to build the next must-have app' Michael Acton Smith, Founder and CEO, Mind Candy Apps have changed the way we communicate, shop, play, interact and travel and their phenomenal popularity has presented possibly the biggest

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business opportunity in history. In *How to Build a Billion Dollar App*, serial tech entrepreneur George Berkowski gives you exclusive access to the secrets behind the success of the select group of apps that have achieved billion-dollar success. Berkowski draws exclusively on the inside stories of the billion-dollar app club members, including Instagram, Whatsapp, Snapchat, Candy Crush and Uber to provide all the information you need to create your own spectacularly successful mobile business. He guides you through each step, from an idea scribbled on the back of an envelope, through to finding a cofounder, building a team, attracting (and keeping) millions of users, all the way through to juggling the pressures of being CEO of a billion-dollar company (and still staying ahead of the competition). If you've ever dreamed of quitting your nine to five

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job to launch your own company, you're a gifted developer, seasoned entrepreneur or just intrigued by mobile technology, How to Build a Billion Dollar App will show you what it really takes to create your own billion-dollar, mobile business.

Learn & Master SwiftUI! Every developer wants to build the most fluid and engaging declarative UI for their apps with as little code as possible. SwiftUI will help you do just that. Learn all the main concepts through an easy-to-follow tutorials where you'll build apps that teach you to create modern, responsive UI and animations that look great on iOS, iPadOS, watchOS, tvOS, and even macOS. Who This Book Is For? This book is for intermediate iOS developers who already know the basics of iOS, and who wish to know everything there is to know about SwiftUI. Topics Covered in SwiftUI by Tutorials? SwiftUI

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Overview: Learn SwiftUI features, as well as the differences between Apple's platforms with SwiftUI. Customize your apps for AppKit, UIKit, WatchKit, tvOS, iPadOS and even Catalyst.
Testability: See how to apply UI Testing to your SwiftUI apps in this very simple, yet powerful course.
Controls & User Input: Learn about controls such as TextField, Button, Toggle, Slider, Stepper, pickers and many more.
State & Data Flow: Learn how to bind data to the UI, about reactive updates to the UI through state management, and in-depth usage of the attributes related to SwiftUI.
Accessibility: Learn how to navigate your app with VoiceOver on an iOS device and use the SwiftUI Accessibility API attributes to improve your app's accessible UI.
Drawing Custom Graphics & Animations: Create drawings, graphics, animations and even view transitions in

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SwiftUI macOS: Learn how to create a document-based Mac app and later start with an existing iOS app and learn how to re-use code, views and assets for creating a macOS app. One thing you can count on: After you finish reading this book, you'll be able to take advantage of the latest and greatest features of SwiftUI to bring modern declarative UX to your apps.

Begin your iOS 12 app development journey with this practical guide Key Features Kick-start your iOS programming career and have fun building iOS apps of your choice Get to grips with Xcode 10 and Swift 4.2, the building blocks of iOS development Discover the latest features of iOS 12 - SiriKit, notifications, and much more Book Description Want to build iOS 12 applications from scratch with the latest Swift 4.2 language and Xcode 10 by your side? Forget sifting through

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tutorials and blog posts; this book is a direct route to iOS development, taking you through the basics and showing you how to put principles into practice. Take advantage of this developer-friendly guide and start building applications that may just take the App Store by storm! If you're already an experienced programmer, you can jump right in and learn the latest iOS 12 features. For beginners, this book starts by introducing you to iOS development as you learn Xcode and Swift. You'll also study advanced iOS design topics, such as gestures and animations, to give your app the edge. You'll explore the latest Swift 4.2 and iOS 12 developments by incorporating new features, such as the latest in notifications, custom-UI notifications, maps, and the recent additions in SiriKit. The book will guide you in using TestFlight to quickly get

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to grips with everything you need to get your project on the App Store. By the end of this book, you'll be ready to start building your own cool iOS applications confidently. What you will learn

- Explore the distinctive design principles that define the iOS user experience
- Navigate panels within an Xcode project
- Use the latest Xcode asset catalogue of Xcode 10
- Create a playgrounds project within your projects and understand how Ranges and Control flow work
- Study operations with integers and work your way through if statements
- Build a responsive UI and add privacy to your custom-rich notifications
- Set up SiriKit to add voice for Siri shortcuts
- Collect valuable feedback with TestFlight before releasing your apps on the App Store

Who this book is for This book is for you if you are completely new to Swift, iOS, or programming and want to make iOS applications.

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However, you'll also find this book useful if you're an experienced programmer looking to explore the latest iOS 12 features.

iOS 15 Programming for Beginners is an introductory guide to learning the essentials of Swift programming and iOS development for building your first iOS app and publishing it on the App Store. Fully updated to cover the latest features in iOS 15, this practical guide will help you get up to speed with writing iOS apps from scratch.

IOS App Development for Non-Programmers - Book 1

A Hands-on Guide to the Fundamentals of IOS Programming

Kickstart your mobile app development journey by building iOS apps with Swift 5.5 and Xcode 13, 6th Edition

iOS 13 Programming for Beginners

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IOS 12 Programming for Beginners -Third Edition

Beginner's Guide for App Programming, App Development,
App Design

Develop IOS Apps with Xcode 12, Swift 5, SwiftUI, MLKit,
ARKit and More

Apple's Swift is a powerful, beginner-friendly programming language that anyone can use to make cool apps for the iPhone or iPad. In Coding iPhone Apps for Kids, you'll learn how to use Swift to write programs, even if you've never programmed before. You'll work in the Xcode playground, an interactive environment

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where you can play with your code and see the results of your work immediately!

You'll learn the fundamentals of programming too, like how to store data in arrays, use conditional statements to make decisions, and create functions to organize your code—all with the help of clear and patient explanations. Once you master the basics, you'll build a birthday tracker app so that you won't forget anyone's birthday and a platform game called Schoolhouse Skateboarder with animation, jumps, and more! As you begin

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your programming adventure, you'll learn how to:

- Build programs to save you time, like one that invites all of your friends to a party with just the click of a button!*
- Program a number-guessing game with loops to make the computer keep guessing until it gets the right answer*
- Make a real, playable game with graphics and sound effects using SpriteKit*
- Challenge players by speeding up your game and adding a high-score system*

Why should serious adults have all the fun? Coding iPhone Apps for Kids is your ticket

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to the exciting world of computer programming. Covers Swift 3.x and Xcode 8.x. Requires OS X 10.11 or higher.

Presents information on how to program software for iOS applications, covering such topics as object-oriented design principles, using Xcode, developing an Apps user interface, and harnessing iOS device capabilities.

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grips with Xcode 10 and Swift 4.2, the building blocks of iOS development Discover the latest features of iOS 12 - SiriKit, notifications, and much more

Book Description Want to build iOS 12

applications from scratch with the latest

Swift 4.2 language and Xcode 10 by your

side? Forget sifting through tutorials and

blog posts; this book is a direct route to

iOS development, taking you through the

basics and showing you how to put

principles into practice. Take advantage

of this developer-friendly guide and start

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building applications that may just take the App Store by storm! If you're already an experienced programmer, you can jump right in and learn the latest iOS 12 features. For beginners, this book starts by introducing you to iOS development as you learn Xcode and Swift. You'll also study advanced iOS design topics, such as gestures and animations, to give your app the edge. You'll explore the latest Swift 4.2 and iOS 12 developments by incorporating new features, such as the latest in notifications, custom-UI

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notifications, maps, and the recent additions in *Sirikit*. The book will guide you in using *TestFlight* to quickly get to grips with everything you need to get your project on the App Store. By the end of this book, you'll be ready to start building your own cool iOS applications confidently. What you will learnExplore the distinctive design principles that define the iOS user experienceNavigate panels within an Xcode projectUse the latest Xcode asset catalogue of Xcode 10Create a playgrounds project within your

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projects and understand how Ranges and
Control flow work Study operations with
integers and work your way through if
statements Build a responsive UI and add
privacy to your custom-rich
notifications Set up SiriKit to add voice
for Siri shortcuts Collect valuable
feedback with TestFlight before releasing
your apps on the App Store Who this book is
for This book is for you if you are
completely new to Swift, iOS, or
programming and want to make iOS
applications. However, you'll also find

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this book useful if you're an experienced programmer looking to explore the latest iOS 12 features.

This book covers iOS 13 app design fundamentals using the latest Swift 5.1 programming language, Xcode 11 and iOS 13.1 SDK. The author assumes you have no experience in app development. The book starts with the installation of the required programming environment and setting up the simulators. Then, the simplest Hello World app is developed step by step. In the next chapter, basics of

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the Swift 5 programming language are given with practical examples. Screenshots and code snippets are clearly given in the book to guide the reader. After the Swift lecture, 7 complete apps (including a 2D game) are developed in separate chapters. As the reader follows the development of the example apps, he/she will learn designing user interfaces, connecting interface objects to code, developing efficient Swift code and testing the app on simulators and real devices. Chapters of the book and the contents of these

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chapters are as follows: Chapter 1.

*Introduction: General info and the steps of developing an iOS app.*Chapter 2.

Setting up your development environment:

Installing Xcode, setting up signing identities, viewing/adding simulators and

*real devices.*Chapter 3. *Test drive - the Hello World: Creating a new Xcode project, adding and positioning user interface*

objects, building the project, running the developed app on the simulator and on the

*real device.*Chapter 4. *Swift programming language: Variables, constants, optionals,*

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arrays, dictionaries, sets, if-else and switch-case decision making statements, for and while loops, functions, classes, objects and inheritance in Swift 5. Each concept is clearly explained step by step with code examples and screenshots. Chapter 5. Disco lights app: Using buttons and connecting actions to buttons in the code. Chapter 6. Body mass index (BMI) calculator app: Using input boxes, performing calculations and displaying the results on the screen. Chapter 7. Simple die roller app: Using random number

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generator functions, including image sets in your project, displaying images on the screen and changing the displayed image using Swift code. Chapter 8. Exercise calorie calculator app: Using global variables, creating tabbed apps and utilizing segmented controls. Chapter 9. Show my location app: Adding a map object to your app, setting required permissions, accessing GPS device and showing real time location on the map. Chapter 10. S.O.S. sender app: Adding SMS functionality, setting required permissions and sending

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real time location using SMS. Chapter 11.

Bounce the ball game: Basics of SpriteKit

that is used to develop 2D iOS games,

adding objects to the game, sensing screen

touches, moving game objects according to

touches, combining all these and more to

develop a complete 2D game. This book

includes 212 figures and 101 code snippets

that are used to explain app development

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figures and project files can be viewed

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